



Noonwolf

A noonwolf, sometimes called an aurorwolf or sunwolf, is a vicious creature, one bestowed with a terrifying and rare curse. While werewolves have ties to the moon, noonwolves have ties to the sun. They change when the sun reaches its highest point in the sky, lasting till dusk. In their humanoid form, a noonwolf has enhanced senses and golden yellow eyes. Their wolf form and hybrid forms are terrifying, with strong limbs and fiery breath. Their fur is either auburn, golden yellow, orange, or red in color, often sought after for its resilience to fire, insulation, and vibrant color.

Those who are noonwolves are careful to avoid daylight for fear of an unwanted change. Many flee to wild lands, free to live without fear of persecution or being hunted. Those who do live in cities take care to be indoors on sunny days, and some even prefer to be nocturnal and avoid the sun altogether.

Player Characters as Noonwolves. A character who becomes a noonwolf retains their statistics with the following exceptions: the character gains a Strength of 18 if their score isn't already higher, and a +1 bonus to AC while in wolf or hybrid form (natural armor), and use Strength for attack and damage rolls for natural weapons. A character acquires the noonwolf's speeds in nonhumanoid form, damage immunities, traits, and any actions that don't involve equipment. Additionally, the character is proficient with the noonwolf's natural attacks, which deal damage as shown in the noonwolf's statistics, and the character can't speak while in animal form. A humanoid hit by an attack that carries the curse of noonwolf lycanthropy must succeed on a Constitution saving throw (DC 18) or be cursed.

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Noonwolf

Medium humanoid (shapechanger)

- **Armor Class** 14 in humanoid form, 17 (natural armor) in wolf or hybrid form
- **Hit Points** 126 (12d8 + 72)
- **Speed** 35 ft. (50 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	22 (+6)	10 (+0)	13 (+1)	10 (+0)

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- **Skills** Perception +5
- **Damage Immunities** fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with gilded weapons
- **Senses** passive Perception 15
- **Languages** Common (can't speak in wolf form)
- **Challenge** 9 (5,000 XP)

Traits

Keen Hearing and Sight. The noonwolf has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Shapechanger. The noonwolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its speed and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sun's Blessing. Once per turn, when the noonwolf hits with a melee weapon attack while in bright light, it can deal an additional 10 (3d6) fire damage.

Actions

Multiaction (Humanoid or Hybrid Form Only). The noonwolf makes two attacks: one with its bite and one with its claws.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with noonwolf lycanthropy.

Claws (Any Form). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 11 (2d6 + 4) slashing damage.

Fire Breath (Wolf or Hybrid Form Only) (Recharge 5-6). The noonwolf exhales fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Reward

The pelt of a noonwolf, worth 1400 gp, can be used to create clothing or lining for armor, granting fire resistance to the clothing or armor. A tailor or armorer can create this clothing or armor for a price of 2600 gp and seven days of work.

